CYBERIA²
<<RESURRECTION>>

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Guide for Gamers

http://www.xatrix.com

CYBERIA²: Resurrection

[Guide for Gamers]

PART I: GETTING STARTED

System Requirements
Minimum Hardware Requirements
IBM PC or 100% compatible
486DX 50MHz or faster
MS-DOS version 3.1 and higher or Win95
Double-speed CD-ROM (minimum 290KB/sec transfer rate)
8MB RAM
Pointing device (Joystick highly recommended)
Sound Blaster or 100% compatible
256K video RAM

This game does not require you to install any files on your hard drive. A small
file will be created automatically on it for the milestones.

Quick Start MS DOS
Load the C2 CD-ROM disk # 1 into the CD-ROM drive. Make sure that the printed side
(artwork) is facing up. Close the CD-ROM drive.

Switch to the CD-ROM drive directory by typing the name of the drive followed by a colon.
For example: D: (press Enter)

On most computers, the CD-ROM drive is drive "D".

Type "CYBERIA2" and press ENTER.

Quick Start Win95

Cyberia^2 supports the Win95 "autoplay" feature. When CD #1 is inserted into the CD-ROM drive, the game runs automatically. You do not have to type anything. In addition to that, a Cyberia^2 icon is provided so that you can also click on it to run the game.

Enter Identification

After you start Cyberia^2, the opening menu will appear:
"Welcome to Cyberia. Please enter identification."
Enter your name (no symbols) and press ENTER.

Select Difficulty Level

You will then have to choose the difficulty level:
- **EASY (1)**
- **MEDIUM (2)**
- **DIFFICULT (3)**

To select a difficulty level, use the up/down arrow keys to highlight your choice. Then press the ENTER key.

If Cyberia^2 is your first game experience, you definitely want to select EASY. If you are used to playing games, you SHOULD choose DIFFICULT because any other level would probably be unchallenging. If you discover that the level is not appropriate to your skills, you should restart the game and choose a different one. Remember that each time you choose a different difficulty level, you will have to restart the game from the beginning. That is why it is fairly important to identify early on your best playing level.

Calibrate Joystick

If you are using a joystick, the CALIBRATE JOYSTICK screen will appear. Move the joystick to the four-corner extreme positions, then press the joystick fire button. If you do not have a joystick hooked up to your computer, the CALJOY screen will not appear.

MENU OPTIONS

The menu options can all be found in the simple menu system and a few keyboard commands.
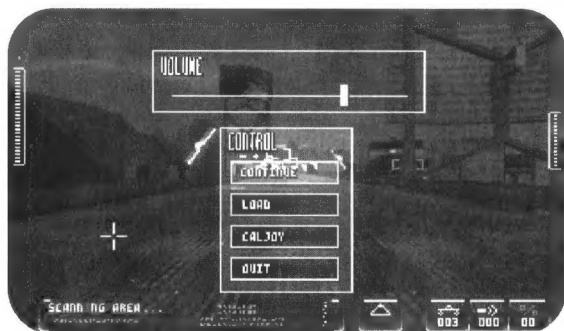
MENU SCREEN

You can press ESC at any time to enter the menu system. The menu system allows you to change the game parameters. Use the up/down arrow keys or mouse/joystick cursor to highlight the desired item then use the Enter key or mouse/joystick button to select the item.

VOLUME

The VOLUME control adjusts sound. At the top of the menu is the volume control slider. You can use the up/down arrow keys or the mouse/joystick to highlight VOLUME. You can adjust the sound volume by moving the slider left or right with the left/right arrow keys or by holding down the mouse/joystick button and moving left or right. Left lowers volume, right raises volume.

CONTROL

Below volume is a CONTROL box with four selectable menu items. You use the up/down arrow keys or the mouse/joystick cursor to highlight the desired item and press the enter key or mouse/joystick button to select it.

CONTINUE

CONTINUE is for resuming the game from wherever you were when you pressed ESC.

LOAD

LOAD accesses a graphic representation of successfully completed milestones and allows you to choose to restart the game at any of them.

MILESTONES

As you progress through C2, you will reach different milestones.

To load a game, press ESC to enter the menu system and choose "LOAD", or simply press "L". You can resume the game from any milestone that you have successfully completed. Milestones are graphically represented as the following:
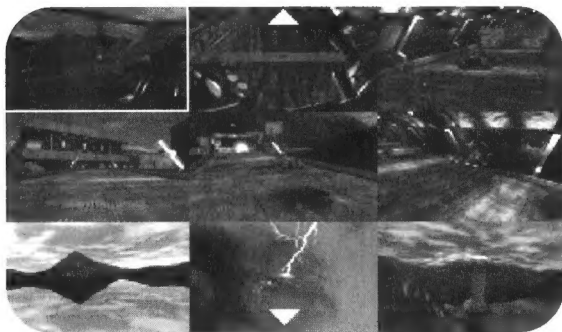
Milestones are shown in the order reached. Use the arrow keys to highlight in color your milestone choice. Press Enter to resume a game from that point. If all of the milestones will not fit on one screen, the screen will automatically scroll when you press the arrow keys.

CALJOY
CALJOY is for calibrating your joystick. If you are going to use a joystick to play C2, you will need to calibrate your joystick for the game. In the menu you can select CALJOY to calibrate your joystick. You will only need to do this once unless you change your joystick. The CALJOY screen looks like this:
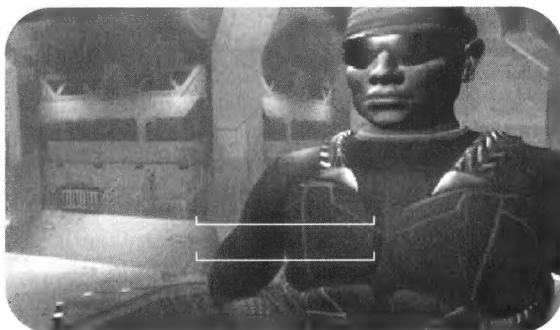
To calibrate your joystick, rotate the stick to all four corner extreme positions. Make sure that you have moved to the farthest reach of the joystick for each corner, then press the joystick fire button. This will set your calibration and exit you from the CALJOY screen.

There are two control modes for how the joystick reacts to vertical movement (up and down). The F1 key toggles between the two modes. The default mode is aircraft style: left and right move left and right; forward moves the crosshair down; and back moves the crosshair up. In the second mode: forward moves the crosshair up; back moves the crosshair down; left and right stay the same. You may wish to try both modes to see which you prefer.

QUIT
QUIT is for quitting the game. Selecting quit will exit the game and return you to DOS or Win95.

GAMMA CONTROL
The gamma controls (F11, F12) allow you to set the brightness levels in the game. F11 reduces the brightness a notch, while F12 increases it.

GAMEPLAY
To complete the game, you must get ZAK to accomplish a number of missions that are essential to the survival of the rebel underground and the general population.

MOVEMENT

To target and shoot from ZAK's point of view while running, use your mouse or joystick. C2 also uses a nodal system for ZAK's movement. Use the arrow keys on your keyboard to control ZAK. A node is a decision point, a place where you can change direction or perform an action. ZAK moves from node to node. To move ZAK to the next node in the direction he is facing, press the up (think of it as forward) arrow key. Pressing the left and right arrow keys while ZAK is walking will move ZAK laterally left and right. At a node the left and right keys will turn ZAK towards other possible directions. Pressing the control key will make ZAK jump and the down arrow key will make him duck.

Whenever ZAK stops at a node, it is highly recommended that you use your direction keys to discover all of the possible directions that ZAK can choose.

TAKING ACTION

In some instances there will be an object or item of interest directly in front of ZAK. If you wish to examine it further, press the up (forward) arrow key.

At other times, ZAK will need to press buttons or perform manual tasks. ZAK's hand will appear on the screen. Use the arrow keys to position ZAK's hand and use the spacebar to perform an action, such as pressing a button.

STANDARD INTERFACE

While in a moving vehicle or aircraft, you are the gunner. You get a cockpit view of the terrain and enemies. You control the targeting crosshair with your mouse or joystick. Fire the vehicle's laser cannon by pressing the joystick trigger, mouse button or space bar. Some targets require multiple hits to destroy.

1. Shield: each time you are hit by an enemy, the shield strength goes down and takes some time to recharge. If shield strength reaches zero and you get hit again, you die.
2. Number of enemies encountered in the current sequence.
3. Number of times you have fired your weapon in the current sequence.
4. Ratio of Hit/Miss.
5. Weapon system temperature: each time you shoot, the temperature increases until it gets to the overheating point. When the weapon system is overheated, you cannot fire until it has cooled down.

GAME CONTROL CHARTS

We have customized the sound and display on function keys. Toggle through **F5** to **F8** to select your choice for sound and visual display.

GAME FUNCTION CONTROLS

FUNCTION	KEY	DESCRIPTION
Load	L	Load game (start at a milestone)
Open Menu	esc	Open the menu system, then highlight menu choice
Flip Joystick	F1	Reverse joystick controls
Brighten Picture	F11	Gamma correction plus
Darken Picture	F12	Gamma correction minus

ZAK CONTROLS

FUNCTION	KEY
Move Forward	↑
Move Right or Turn Right	→
Move Left or Turn Left	←
Duck	↓
Jump or Running Jump	Control
Aim	**Mouse/Joystick position**
Shoot	**Mouse/Joystick button**
Shoot	Space

PUZZLE CONTROLS

FUNCTION	KEY
Move Hand to Item	↑ → ← ↓
Select Item	Space
Exit Screen	esc

TROUBLESHOOTING

MEMORY PROBLEMS

To play C2, your computer must have a minimum of 8MB of RAM.

C2 loads into RAM from the CD-ROM. If you are not sure how much RAM your computer system has, there are two ways to check. Most computers go through a memory check during the boot-up sequence. You will see the numbers tally in the upper left-hand corner. This number is usually measured in kilobytes, or thousands of bytes. There is also another way. If you have DOS 5 or later, switch to the DOS directory (C:\DOS) and then type the following at the DOS prompt: MEM (press ENTER)

The DOS 'MEM' command displays the total memory on the chart. If you have 8MB of RAM, for example, MEM will show 8,192K on the row heading 'TOTAL MEMORY'. Eight megabytes (8,192K) is the minimum level needed to run the game.

In Win95, you can check the amount of RAM by doing the following:
   1) Click twice on My Computer.
   2) Open "About Windows" under the Help pull-down menu.
   3) Check the figure for "Physical Memory Available to Windows".

C2 has low conventional memory requirements and should play under most normal machine configurations. If you receive a message stating 'Not Enough Memory' when trying to load the game, check your CONFIG.SYS file for the presence of any external memory managers. Examples of memory managers are EMM386, QEMM, and 386MAX. A typical command line will look like this:

   DEVICE=C:\DOS\EMM386.EXE

If such a memory manager is present, make a backup copy of your CONFIG.SYS file, disable or remove the command line from your CONFIG.SYS, save the file, reboot your computer, and try loading C2 again.

SPEED PROBLEMS

If you encounter jerky animation and sound, remove HIMEM.SYS from your CONFIG.SYS. If the problem persists, check that your system meets our requirements.

The speed at which C2 plays depends in large part upon the speed of the video card and CD-ROM drive installed in your computer. In most cases, there is not much you can do about the video card without replacing it. If C2 plays too slow on your machine, check the command lines in your CONFIG.SYS and AUTOEXEC.BAT files and look for the presence of an 'M:' command. This command sets the number of available buffers for the CD-ROM drive and should be set to at least 25 for optimum reading performance. Example:

   M:25

Check the documentation that came with your CD-ROM for further details about the M: setting.

SOUND PROBLEMS

C2 is designed for use with Sound Blaster and 100 percent compatible sound cards. It does not require a special setup program for sound card configuration. If you experience any sound problems while playing C2, first check your sound card settings, located in your AUTOEXEC.BAT file. The statement will read something like this:

SET BLASTER=A220 I5 D1

A220 refers to the Base I/O address, where the default is 220.
I5 refers to the Interrupt setting, where 5 or 7 is normally the setting.
D1 refers to the DMA channel, where the default is normally 1.

We have customized the sound and display on function keys. Toggle through **F5** to **F8** to select your choice for sound and visual display. If you experience a sound related problem, you may have inadvertently pressed one of these keys.

If none of these approaches work, then try contacting Virgin Interactive Customer Support. The box below also contains other phone numbers, such as ordering and general information.

- U.S. Customer Support Phone Number
  24 Hour Auto and 8am-8pm (M-F)
  PST Live Support
  (714) 833-1999

- U.S. Customer Support Fax Number
  (714) 833-2001

- U.S. Mailing Address:
  Virgin Interactive Entertainment
  ATTN: Customer Service
  18061 Fitch Avenue
  Irvine, California 92714

- Internet World Wide Web Site
  http://www.vie.com
  http://www.xatrix.com

- U.S. Main Phone Number
  (714) 833-8710

- Ordering Games
  (800) 874-4607

- All Other Information
  (714) 833-8710

- U.K. Main Phone Number
  011 44 (171) 368-2255

- U.K. Mailing Address
  Virgin Interactive Entertainment, LTD.
  2 Kensington Square
  London, England W8 5RB
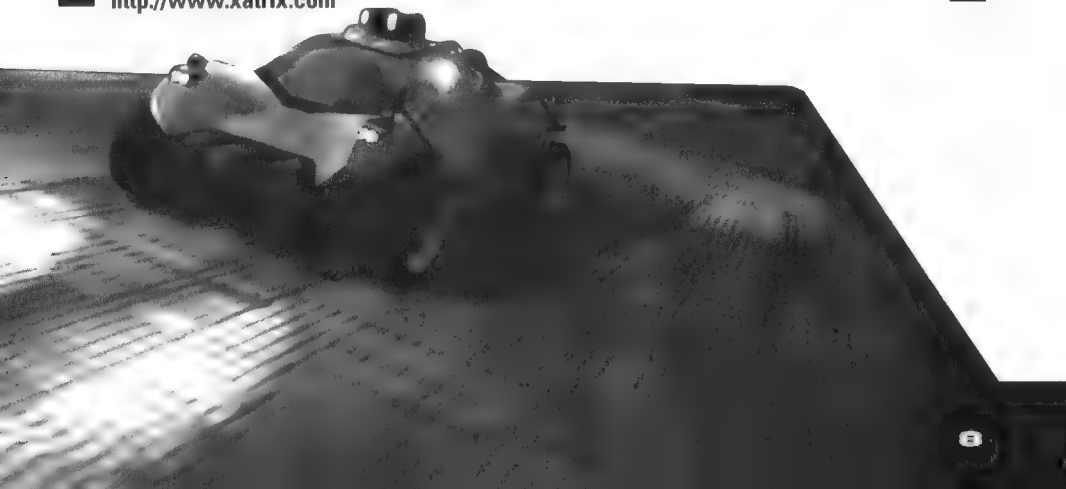
Nope, we are not giving away any secrets. But learning more about the world of Cyberia may increase your enjoyment of the game. Read this section if you want to explore that world further. If, on the other hand, you are looking for special help with clues or hints, then you may want to consider purchasing our game strategy guide. (Information is listed on the last page.)

CYBERIA SYNOPSIS
C2 is a sequel to the hit game Cyberia, which debuted Christmas, 1994. In the interval between games one and two, ZAK has gone through a lot of changes. In order to understand that transition better, we have provided this brief synopsis of the Cyberia backstory.

FWA, CARTEL, AND THE REBEL UNDERGROUND
In 2022, war, famine, and viral plague decimated half the world's population and led to the fall of established governments and institutions. In the subsequent power vacuum, two rival groups -- the Cartel and the FWA -- battled for control of the planet. The FWA conquered the Cartel Forces throughout much of the Eurasian continent, giving them decisive control over the Northern hemisphere. The FWA rules with an iron fist, stamping out the faintest whiff of opposition. Conscripted and then betrayed by the FWA, ZAK took revenge against the totalitarian regime by merging with the Cyberia weapon and then destroying the FWA's orbiting space station, including all those on board. The heroic action inspired the formation of the Rebel Underground, a group dedicated to undermining the FWA through acts of sabotage. Though outmanned and outgunned, the rebels have fought with passion, determination, and ingenuity. Ironically, ZAK doesn't learn about the Underground's existence until after he's revived from cryo sleep.

DEVLIN AND THE FWA

In 2027, five years after the collapse, ZAK hacked into the Global Interbank and erased $500 million in assets, only he was caught and thrown into solitary confinement. General Devlin, the red-haired twin-braided warlord who ran the FWA covert operations from his Pentagon office in those days, gave ZAK a choice: "Either take on a special covert mission, or sweat out whatever time you have left in an FWA prison cell." The latter option meant certain death by lethal injection. Though he had serious misgivings about going to work for the very organization he loathed, ZAK got his release papers and quickly wound up en route to the Eurasian continent. Devlin maintained contact with ZAK along the way via ZAK's BLADES. After penetrating the defenses of Cartel guards who occupied the Cyberia complex, ZAK came face to face with a new species of weapon that possessed human-like sentience. Unfortunately, Devlin interrupted to announce that the entire mission had just been a ruse to destroy the Cyberia weapon. FWA surgeons had implanted a self-destruct microchip device inside ZAK's brain in order to blow him and the Cyberia weapon into oblivion.

THE CYBERIA WEAPON

Fortunately for both of them, the Cyberia weapon discovered and then defused the microchip explosive by fusing with ZAK. Man and machine merged into a single deadly organism that became the most awesome — if not bizarre — weapon ever built: the Cyberion. They launched from the Cyberia Lab and zeroed in on Devlin's command center at the FWA's orbiting space station, which they then obliterated. The force of the explosion catapulted them back to Earth.

SEARCH AND RESCUE

ZAK and the merged Cyberion crashed somewhere in the Rocky Mountains. A research team, headed by the evil scientist Dr. John Corbin, salvaged ZAK and the remnants of the Cyberia weapon from the crash site. Corbin and his team of scientists extracted the Cyberia substance and then ordered ZAK to be placed into cryonic freeze. The work continued in the top secret Research Lab. Dr. Corbin used to be one of the original Cyberia project scientists but left after a disagreement with the project director (Boris Kalnikov). In the time leading up to ZAK's revival, Corbin used the Cyberia technology to spin off new weapons designed for mass destruction. So ZAK has inadvertently spawned a new doomsday weapon that will be used to decimate areas thought to be "infected" by the rebel menace.

CYBERIA²: RESURRECTION

BACKGROUND INFORMATION

When ZAK awakens from cryo-freeze, he feels disoriented. His joints are cold and stiff. He has no recollection of what happened after the crash and no clue where he is. His trusty BLADES are in need of a re-charge, FWA Guards are trying to kill him and somehow he has lost all his hair. But if he just follows this beautiful woman barking orders at him, he should make it out all right. Alas, if only it were that simple...

ZAK's BLOOD

Corbin did not intend to save ZAK for humanitarian reasons —– rather, purely for scientific ones. ZAK's tissue underwent drastic mutation after the fusion with the Cyberia weapon, and Corbin believed that with just a sample of the tissue, he could harness these cellular changes and develop a highly destructive weapon. After years of painstaking research, failed experimentation, and blistering pressure from his superiors within the FWA, Corbin finally confirms his hypothesis and busily begins breeding and replicating these nano-infected elements of ZAK's tissue. The powerful new nano-weapon will wipe out the rebel underground without wasting a single FWA soldier. But what Corbin is not counting on is that ZAK's blood contains the antidote to his biological weapon. The rebels must revive ZAK and deliver him safely to the Research Mines in order to develop the antidote before Corbin's weapon is unleashed.

CRYONIC FREEZE

ZAK has spent three years in deep cryo sleep. Technically, his body was frozen to about -180 degrees Celsius, where all his bodily functions came to a complete standstill. The rebels have located ZAK in the heavily guarded FWA Cryonics Storage Facility. Under the lead of Major Novelle Corbin (see description below), the rebels resurrected ZAK and guided him through a thick gauntlet of FWA forces. It's up to ZAK to help them develop the antidote, or all of mankind could be wiped out.

REBEL UNDERGROUND

ZAK's showdown with Devlin and the space station inspired the creation of a movement to overthrow the FWA. It is a secret organization referred to simply as the rebel underground. They decided not to designate a name for fear that it might draw attention to the group and help the FWA crush the movement. In three years, they have added many to their ranks. Most members live on the fringe of the FWA in such places as the Tirana Trading Post, but a few hold key positions within the organization. Novelle Corbin, a rebel, also holds the rank of Major within the FWA Air Force. The ties to her father, Dr. Corbin, win her access to files and offices otherwise inaccessible to the rebels. Another high-ranking member of the underground is Dr. Richards, who became disillusioned with the FWA after Corbin focused research on advanced weapons of destruction. The operatives have learned that Corbin's secret weapon will spread like a contagion through their drinking water supply. They have got to stop the shipment or face total annihilation.

BIOGRAPHIES

DR. CORBIN

Corbin, 50, has dedicated his life to the creation of lethal weapons of mass destruction for sheer profit alone. He was a member of the original team of scientists who worked on the Cyberia Project, but Kalnikov kicked him off the project once he learned that Corbin only cared about the technology's defense applications. There has been some speculation that Corbin may have tipped off the Cartel forces on the project's location and helped them plan the raid as a way of striking back at Kalnikov. The Cartel leaders paid him handsomely for it. In spite of this treacherous act, the FWA still knows nothing about Corbin's involvement in that attack and provides him with a large budget for advanced weapons research. Some say that he became bitter and indifferent after the death of his wife; she died while giving birth to Novelle. In any case, Corbin is an unprincipled and spiteful man who would just as soon go to work for the Cartel as for the FWA. He could not care less who profits from his weapons and who dies from them. Not surprisingly, his daughter, Novelle, has been estranged from her father for many years. She cannot even utter his name without feeling sheer disgust.

MAJOR NOVELLE CORBIN

Major Novelle Corbin is an officer in the Free World Alliance — the fascistic organization that the Rebels seek to overthrow — but she's secretly a rebel commander. She is in her mid 20's. Novelle shares her father's single-mindedness and determination as well as his love of flying. She has the abrupt and sometimes cold manner of an officer, but her cause is a noble one. In terms of her skills, Novelle is extremely handy with a gun, an able driver/pilot (a skill learned from her father), and a good hacking partner (although she does not take the same degree of pleasure in hacking that ZAK does).

DR. RICHARDS

Dr. Richards, Corbin's right-hand man, is actually a rebel sympathizer. He has remained Corbin's colleague while helping to undermine the FWA efforts to squelch the rebel underground. Secretly in his lab he has perfected a process using the nano-concentrator. He theorizes it will grow a culture based on ZAK's blood and then synthesize an antidote to the nano-weapon. Unfortunately, Corbin catches wind of Dr. Richard's allegiance to the rebel underground and has him assassinated shortly before ZAK arrives on the scene. Richards was to be ZAK's contact within the complex, but he died from an apparent accident that in fact was sabotage: deadly nano-toxin poured through a rupture in one of the overhead pipes, leading to a quick but agonizing death. ZAK had looked forward to meeting the man who tried to save the rebels and feels the loss even though he never met the man personally.

ZAK — 2030

ZAK is an anti-hero who becomes a necessity to the survival of the rebel underground. But the rebels do not give him much time or choice to think over their offer. ZAK does feel grateful to Novelle for reviving him from the cryo chamber, but there is a price involved: he must help the rebels develop the antidote. Great acts of courage do not come naturally to ZAK, but deep down he would like to see the rebels succeed. And however bizarre it may have seemed at the time, the meld with the Cyberia weapon produced a profound change. In a way, his spirit has been reborn and a lost innocence recovered. Behind the hardened exterior, you find a man who still wants to overthrow the Free World Alliance and the tyranny they represent. He is no longer the cynic he was before, suspicious that everyone was about to screw him over. Moreover, among the scattered ranks of the rebel movement, he has become a bit of a legend.

GRAHAM

Some of ZAK's admirers belong to the younger generation. Graham, a 14-year-old, is a genius with computers and a prodigy in the math and sciences. He regards ZAK as a role model and can recite his hacking accomplishments in perfect detail. Novelle has total confidence in Graham's abilities, even when people's lives are at stake.

STRUCTURES AND ITEMS OF INTEREST

FWA CRYONIC STORAGE FACILITY
The heavily guarded Cryonic Storage Facility contains human and animal specimens under deep freeze. Cryonic freeze has become so widespread by the 21st century that older methods of preserving, such as formaldehyde solutions, have become obsolete. The cryonic methods also incorporate advanced reanimation procedures that make it a much safer enterprise than when it was first introduced in the 1980's. Dr. Corbin utilizes the facility quite a lot for specimen storage.

TIRANA TRADING POST
While FWA influence remains strong, some pockets of rugged independence, such as the trading post, exist on the outskirts and are the preferred place of residence and commerce among rebel sympathizers. The trading post is one of the largest unofficial rebel communities within the vast sprawl of the FWA territory. Both legitimate and illegitimate businesses flourish here, although almost all business is cash and carry or barter. Novelle and ZAK pass through it on their way to the rendezvous point with the jumpjet. The trading post contains a large FWA military presence against which acts of sabotage and assassination are not uncommon.

FWA HEADQUARTERS
ZAK and Novelle are forced to detour to the FWA Headquarters in order to get the location coordinates of Corbin's secret research facility. As the heart and nerve center of the FWA organization, the headquarters towers many stories above ground and burrows deep below as well. Defense buoys shield its outer perimeter from attack. Only those who have clearance are granted permission to land on the rooftop. Novelle and ZAK take a big risk breaking into the structure in order to hack into a VR terminal.

DR. CORBIN'S SECRET LAB
The new facility houses staff and equipment for advanced nano-technology weapons research. The round-the-clock armed guard patrols, fully equipped hangar (with fuel depot), and advanced robotic drone defenses give it a Class A military defense standing, making it one of the most secure facilities in the world. The facility is located in the Rocky Mountains on a spot where an old uranium mine used to exist.

VR TERMINAL
The Virtual Reality (VR) Interface is fast becoming a standard terminal software interface within the FWA. Complete implementation is expected by Winter 2031. The user passes through a ring-shaped tunnel containing suspended icons that lead to subordinate rings where Videomail, Voicemail, and database documents may be invoked. The hierarchical OS is networkable. The user may select and/or customize an environment to suit the mood and temperament of the workplace. Optional user-defined defense routines protect classified data from intruders.

ARSENAL AND SECRET WEAPONRY

ALL-TERRAIN PATROL VEHICLE (APV)
The FWA developed the All-terrain Patrol Vehicle, or APV, as a robust attack and patrol vehicle suitable for all terrain. The 70mm cannon, keyed to the standard interface, discharges high-velocity laser projectiles that can pierce through most kinds of armor. The vehicle's rugged suspension system and onboard navigation and evasion computers make it superb for cutting through heavily defended areas. In Novelle's hands, and with ZAK riding shotgun, the two are almost unstoppable. Novelle's APV is equipped with remote control and a self destruct device.

HOVERFIGHTER "JUMPER" JUMP JET
The HF-900 series of V/STOL hoverfighters are high-altitude all-weather interceptors with highly effective ground attack capability. Standard configuration includes ground/sea mapping and terrain avoidance modes, laser ranger and marked target seeker, and a new modular construction design that allows for better fuel economy and exponentially greater thrust/weight ratios. The R model adds high-res tactical reconnaissance equipment. The two Adour turbofans are direct descendants of those used in the French Mirage F1 series of fighter/bombers. The HF-900 comes equipped with two 128mm laser pulse cannons and a bomb undercarriage assembly with twin 900-lb. capacity. It is capable of Mach 6 and highly recommended as a versatile fighter/bomber aircraft.

HOVERGLIDE
The CV-545 turbo-charged hoverglide seats one and features ample short-range weaponry. It is used widely in both the FWA cavalry and local patrol units. The CV-545 has a max altitude of 275 feet. The solid-state electric engine powers two mini-turbofans and incorporates a new torque-thruster that provides 0-150 kph acceleration in 2.9 seconds. Onboard weaponry includes an 18 mm pulse laser and a MagSnare grenade launcher. Average range: 2,000 miles per charge. Aux. charge: 100 km. Excellent for patrolling densely wooded areas.

NANO-TOXIN

Nano-toxin is the crown jewel of the FWA arsenal and is an offshoot of the Cyberia experiments conducted by Dr. John Corbin and his elite group of scientists. It is a green, highly viscous fluid that is extremely toxic. The refining process requires hermetically sealed manufacturing environments. It behaves like highly concentrated Sulfuric Acid and feeds on anything organic, resulting in painful death. Inhaling nano-toxic fumes can lead to lung burns and hemorrhaging. Special breathing apparatuses are the only proven protection against direct or passive inhalation.
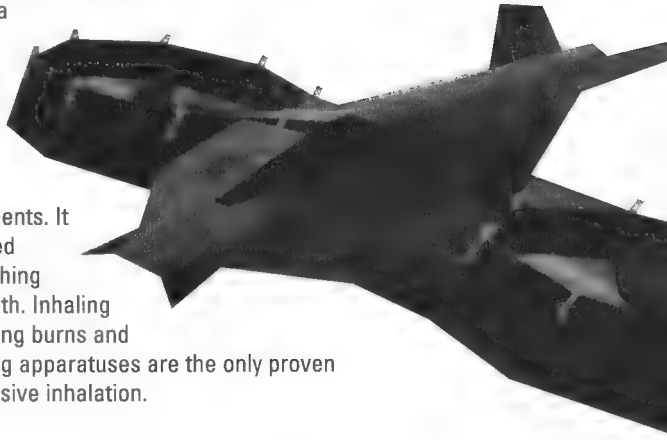
ROBOTIC LASER TURRET

Robotic laser turrets provide excellent unmanned defense against attacks. The enemy detection system kicks in only when an object fails to confirm the ultra-high frequency echo code programmed into all FWA vehicles. If there is no confirmation, the turrets pop up and track the enemy vehicle or personnel using a cross-referenced system of motion and thermal sensors. The firing system consists of a single shaft plasma cannon with a short range accuracy rating of 86.6 percent. Although the rating is sufficient by FWA standards, field engineers usually deploy laser turrets in small groups (when possible) to increase the hit ratio. The support chassis has a double-hinged design that affords a large range of horizontal movement. Because of their limited shooting range and vertical maneuverability, robotic laser turrets are vulnerable from the air.

BUOY DRONES

Also known as anti-matter defense shield buoys, the buoy drones collectively generate an ultra-fine anti-matter lattice that upon contact decomposes matter at the sub-atomic level. Each buoy drone contains a solid-state flotation engine, hence the name. Solar panels charge the on-board batteries that power both the flotation and anti-matter engines. Each buoy consists of four emitters. Each emitter sprays invisible anti-matter particles in a uniform plane. The intersecting planes generate an indestructible field that protects both the structure and the buoys. The defense shield can be switched on or off from within the protected space to admit vehicles.
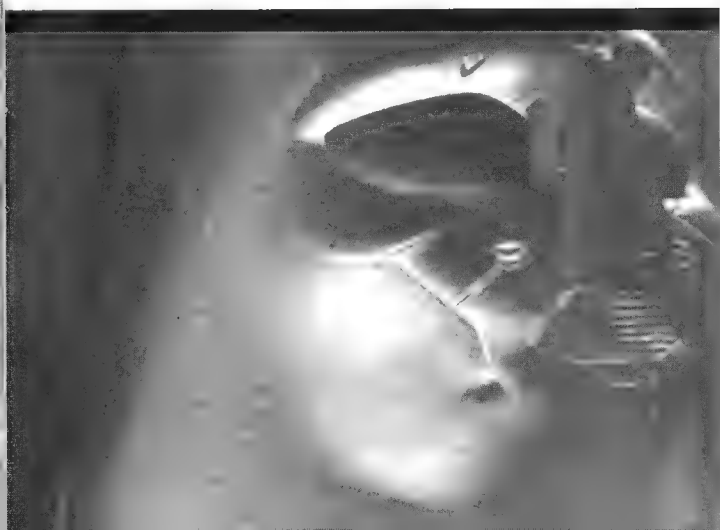
CREDITS

JOAN WOOD
Producer/Director

ROBERT STAHL
Art Director

BARRY DEMPSEY
Graphics Technical Director

AUGUST JOHNSTON
SPENCER LEVY
Senior Animators

MATTHEW FROM
CHUCK BUECHE
PIERRE SCHIRO
Programming

ELIZABETH STORZ
Co-Producer

SPENCER LEVY
AUGUST JOHNSTON
MICHAEL MAXX KAUFMAN
CORKY LEHMKUHL
KYLE STRAWITZ
3D Choreography Segment Directors

PETER S. OTTE
Writer

MIKE KAPITAN
Composer

AV MEDIA
THE DEPARTMENT OF DIGITAL INQUIRY
ALBERTO GARCIA
JON OH
ERIC ARCHER
Sound Design &
Digital Audio Post Production

AUGUST JOHNSTON
JENA MCLEISH
MONTE MARKHAM
KYLE STRAWITZ
BRUCE PEARSON
BRIAN HEINS
JASON HOOVER
BARRY DEMPSEY
CHUCK BUECHE
CORKY LEHMKUHL
Voice Actors

THOMAS ORSI
Dialogue Recording

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CLAIRE PRADERIE
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SPENCER LEVY
SEAN RO
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AUGUST JOHNSTON
Exteriors

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BRUCE PEARSON
PaletteMan (Ret.)

BARRY DEMPSEY
Motion Capture Guru

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JASON HOOVER
ARYEH RICHMOND
Character Motion

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BARRY DEMPSEY
Motion Capture Actors

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ARYEH RICHMOND
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SPENCER LEVY
JASON HOOVER
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MULTIGEN INC.
3D Database Creation Software

CHUCK BUECHE
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Based on Characters Created by
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